

RESULT LIST

6 results found in the Worldwide database for:
textur* AND cube AND map* in the title or abstract
(Results are sorted by date of upload in database)

1 Omnidirectional shadow texture mapping

Inventor: NEWHALL JR WILLIAM P (US); KILGARD

Applicant: NVIDIA CORP (US)

MARK J (US)

EC:

IPC: G06T15/00

Publication info: US6876362 - 2005-04-05

2 Approximation of level of detail calculation in cubic mapping without attribute delta function

Inventor: LIAO QUN FENG (US); HONG ZHOU (US)

Applicant:

EC:

IPC: G06F15/80; G09G5/00

Publication info: US2005017983 - 2005-01-27

3 IMAGE FORMING DEVICE, IMAGE FORMING METHOD, AND GAME DEVICE

Inventor: MURASE HIROCHIKA

Applicant: NAMCO LTD

EC:

IPC: G06T15/00; A63F13/00; (+2)

Publication info: JP2002133439 - 2002-05-10

4 METHOD AND DEVICE FOR SYNTHESIZING FACIAL IMAGE OF PERSON WEARING HEAD MOUNT DISPLAY

Inventor: SHIWA SHINICHI; KOBAYASHI MINORU;

Applicant: NIPPON TELEGRAPH & TELEPHONE

(+2)

EC:

IPC: G06T7/00; G06T1/00

Publication info: JP11096366 - 1999-04-09

5 Rendering method and apparatus

Inventor: AONO MASAKI (JP); OHBUCHI RYUTAROU

Applicant: IBM (US)

(JP); (+1)

EC: G06T15/10

IPC: G06T15/10

Publication info: US6034691 - 2000-03-07

6 TEXTURE MAPPING METHOD

Inventor: MIURA TAKASHI; MATSUSHITA KAZUHIRO

Applicant: HUDSON SOFT CO LTD

EC:

IPC: G06T15/00

Publication info: JP8063614 - 1996-03-08

Data supplied from the **esp@cenet** database - Worldwide